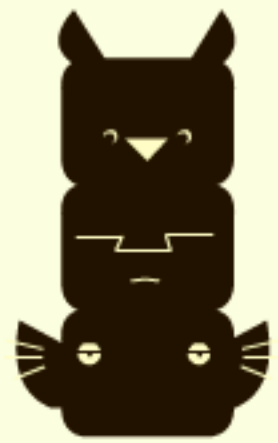


VILLAGE DEFENDERS



1-3
PLAYERS



30
MINUTES



AGES
12+

COMPONENTS

34 EVENT CARDS



16 TREASURE CARDS



20 VILLAGE TILES
& **1** ASSAULT COUNTER



4 HERO CARDS
(DOUBLE SIDED)



70 TOKENS
& **3** GUIDE CARDS



12 MINIS & **4** DICE



OBJECTIVE

The objective of Village Defenders is to survive the goblin assault and protect your village from mayhem and destruction. If, during the game, every hero is defeated or half of your village's buildings are destroyed, the heroes lose the game and are banished, forever blamed for the destruction of the village.

PLAY OVERVIEW

Village Defenders is a game where players will take the role of heroes who cooperatively attempt to defend their village against waves of vicious enemies. These heroes must protect village ‘buildings’ by moving around the village, attacking creatures, and using abilities unique to their hero and to the buildings which they occupy.

Each turn, players will draw from an event deck which will determine what creatures or special events they encounter during the game. Creatures will attack heroes and locations, trying to foil the hero’s plans by sending additional reinforcements and using special tactics. During the course of the increasingly dangerous assault, players will find treasure which will increase their strength or provide special abilities to help them with their cause.

If the heroes outlast the creature’s assault, the creatures retreat and the heroes are victorious. If too many of the village’s locations are in ruin, or the heroes are defeated, the heroes lose the game.

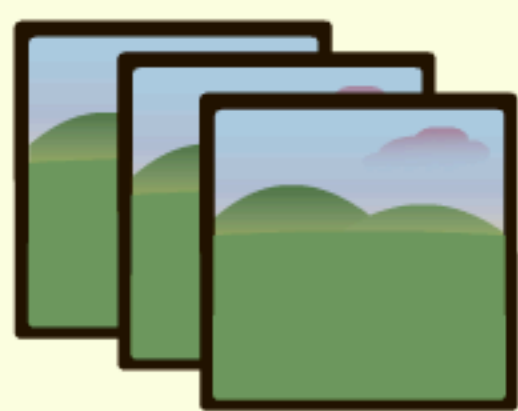
Village Defenders can be played with 1-3 players, although a 4th player can be added to play the role of the villainous creatures.

*For a solo play, it’s recommended that at least 2 heroes are used, which one player will control.

SETUP

I. Have each player randomly select a hero card. Then, have them select a plastic miniature to represent that hero. Each hero card is double-sided, giving players a choice about how they would like to play their hero.

II. Seperate the *basic* village tiles from the *building* village tiles.



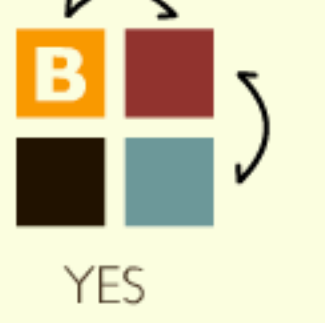
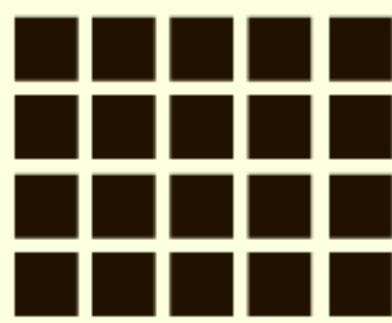
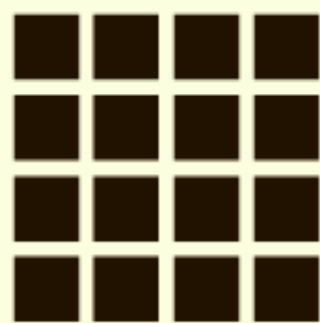
Building tiles represent the building the heroes must defend. Each building contains special abilities available to heroes who occupy them. Learn more about buildings on **page 4**.

III. Create your *village deck* by combining a number of *basic village tiles* with a number of randomly selected *building villages tiles* which corresponds with the number of heroes participating in the game:

Once your *village deck* is created, shuffle the deck and lay the tiles face-up, side by side, in a square, grid pattern. This random arrangement of tiles will become your *village* or *play area*.

Now that your village is layed out, you may need to alter the corner tiles before the game can begin. None of the corner tiles should be buildings and players will need to exchange any *building village tiles* with neighboring *basic village tiles* in order to set up a playable village.

2 HEROES	4 BUILDING TILES + 12 BASIC TILES
3 HEROES	6 BUILDING TILES + 14 BASIC TILES



NO



IV. Shuffle the event deck and place it where it will be easily accessible to at least one player. Locate the *assault counter* tile, treasure cards, tokens and wound/rubble markers in order to have them easily accessible to at least one player.

V. The heroes are arriving to their village in the midst of an attack. As a result, for the initial setup, we will place one creature on each location before the game starts. For each location in the play area, draw one event card. Place the corresponding creature token or miniature on that location and set the creature card near the play area. Ignore special (non-creature) events drawn during this initial placement step and set them aside. After all locations have a creature occupying them, place any special event cards set aside back into the event deck and shuffle it.

VI. It’s now the players turn to place their hero miniatures on any tile in the play area, now having knowledge of which buildings may soon be under heavy siege.

QUICK PLAY GUIDE

Now that the game is set-up, we can start laying waste to the goblin scum and reclaiming our village forever!

- I. On the very first turn, the creature action phase is skipped and you begin on the creature reinforcement phase.

During the **reinforcement phase**, players begin by drawing event cards equal to the number of participating heroes, plus any additional event cards as indicated by the **assault counter** (on turn one, no additional cards will be drawn).

TURN ORDER

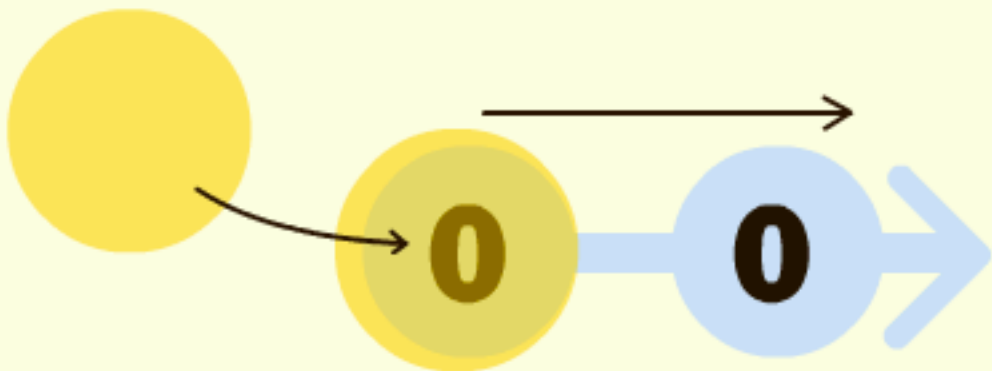
CREATURE ACTION PHASE - SKIP FIRST ROUND
REINFORCEMENT PHASE
ASSAULT COUNTER ADVANCE
HERO PHASE

Out of these cards drawn, the players will activate any special events (if any are drawn) and then place the tokens which correspond to the creatures drawn onto the play area, based on their **entry point indicator**. The creature cards will be set aside and each player may refer to them in order to learn what each creature will do on it's turn. Once a creature is defeated, or a special event is activated, any applicable creature tokens are removed from the play area and the associated card put into the discard pile.



- II. After the reinforcement phase is completed, players will indicate that first turn has taken place by place the **assault counter** marker on the first turn position. This assault counter will advance after each creature reinforcement phase. As it continues, it will award you treasure and add additional events as the assault on the village becomes stronger.

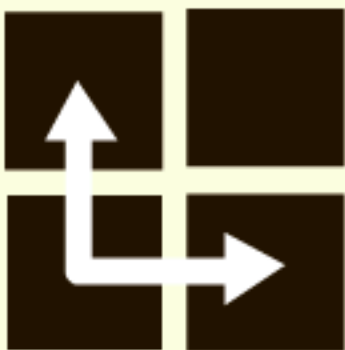
- III. After the assault counter has advanced, the **hero phase** begins.



The entry point indicator illustrates which corner of the play area (village) the creature will be placed in after it is drawn. Creatures will always enter the game in one of the four corner tiles of the village.

Before players begin taking their turn, they must agree on a turn order, which will remain the same for the remainder the game. Each hero will take their turn by being awarded action points, and will use those action points to perform actions like **moving** (one tile per action point, horizontally or vertically), **attacking**, **passing treasure**, and **special actions** or abilities unique to the hero or the building they occupy. These action points are lost at the end of their turn if they are not used, and can be spent only during their turn to perform the following actions:

MOVE - A hero may spend one action point to move to another tile adjacent to them (vertically or horizontally).



PASS TREASURE - A hero may spend one action point to pass a treasure they hold to another hero as long as they occupy the same tile.



ATTACK - A hero may spend one action point to attack a creature who occupies the same tile.



SPECIAL ACTIONS - A hero may spend action points to perform special actions listed on their hero card or the building tile they occupy.



Heroes will likely begin their first turns by moving and attacking nearby creatures. In order to attack a creature, *most* heroes must share a tile with the creature, and then roll an attack die for the hero and a defense die for the defending creature simultaneously. If the value of your attack die is equal to or greater than that of the creature's defense die, the creature is defeated. When a creature is defeated, it's token is removed from the play area and it's card is put into the discard pile.

When attacking, heroes roll a die with sides equal to that hero's attack value, which is listed on the bottom of their hero card.



When being attacked, creatures defend by rolling a die with sides equal to their **defense rating**, listed on the top-right portion of the creature card.

One or more sets of polyhedral dice (4, 6, 8, 10, and 12 sided dice) is recommended for playing Village Defenders and will allow you quickly roll for, and resolve, combat.

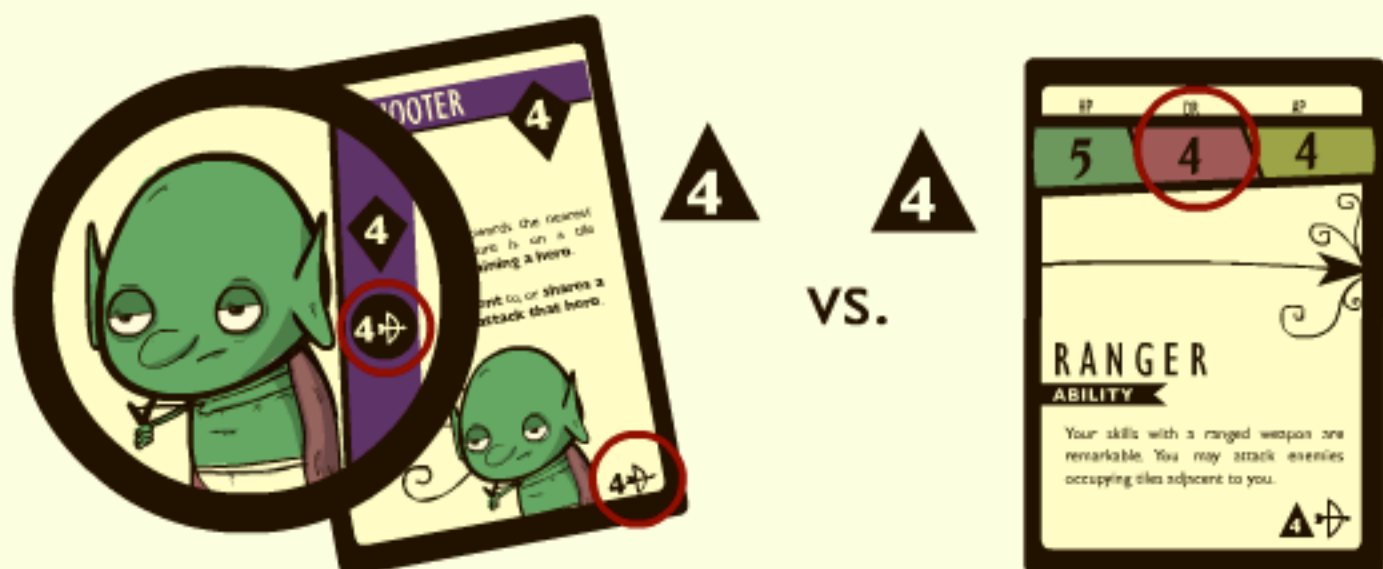
The different sided dice will be represented by symbols on various cards. A hero's attack and/or defense value may change throughout the game requiring you to use a different sided die than what your hero card initially indicated.



QUICK PLAY GUIDE - CONTINUED

IV. After each hero has ended their turn, the **creature action phase** begins. This phase is where all creatures on the play area perform their actions. Using the creature cards as a reference, players will move each corresponding token on the play area based on the creature tactics. Some creatures will ignore heroes in their path, only focusing on attacking nearby or weakened buildings, where some creatures will focus on attacking nearby heroes. When heroes are attacked, combat takes place by rolling the appropriate dice for attack and defense, however the difference between creature combat is that heroes are not defeated upon a successful attack and instead only gain wounds equal to the difference in the die roll results.

For example, if a Sharpshooter (whose attack value is 4) approaches a Ranger hero (whose defense rating is 4) and attacks, if the hero rolls a 2, for defense, and the Sharpshooter rolls a 4, for attack, the hero gains *two* wounds. If both the creature and the hero roll a 3, the hero gains *no* wounds.



If a hero gains wounds equal to hits health point value, the hero is defeated and can no longer take actions.

When playing the role of the creatures, you’re often faced with scenarios where the card rules could apply to more than one target. For example, a creature could be equidistant between two heroes or buildings.



When faced with these choices, players must always choose to target the **building** with the most wound markers, however are free to choose which hero is targeted in the case where two **heroes** are eligible for an attack. If there are multiple buildings with the same number of wound markers in question, the players then, may choose. which building is targeted. This rule, however, only applies when more than one choice is available to a creature. When a creature only has one available choice, that action *must* be taken and cannot be altered at the discretion of the players.

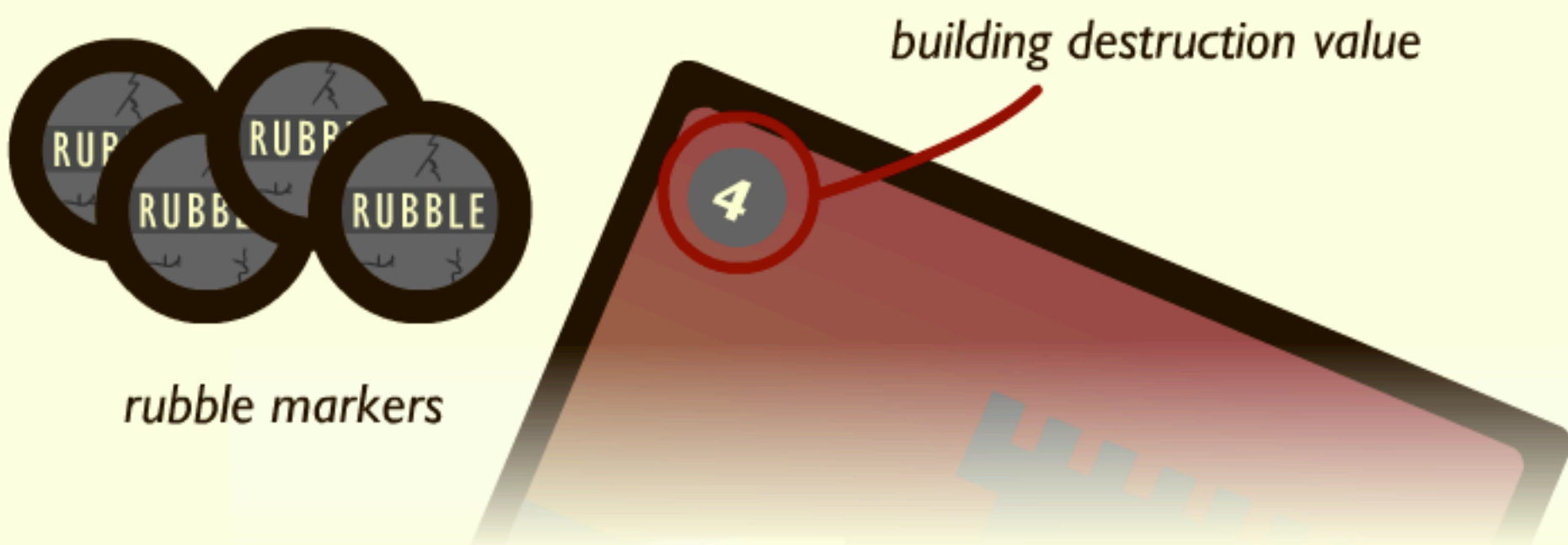
V. Once the heroes have completed their turn, the **reinforcement phase** begins by drawing events, placing creatures, and moving the **assault counter** forward, as you did in step 1 & 2.

BUILDINGS

Creatures can take their action(s) in any order the players desire, however every creature on the play area must perform their action(s).

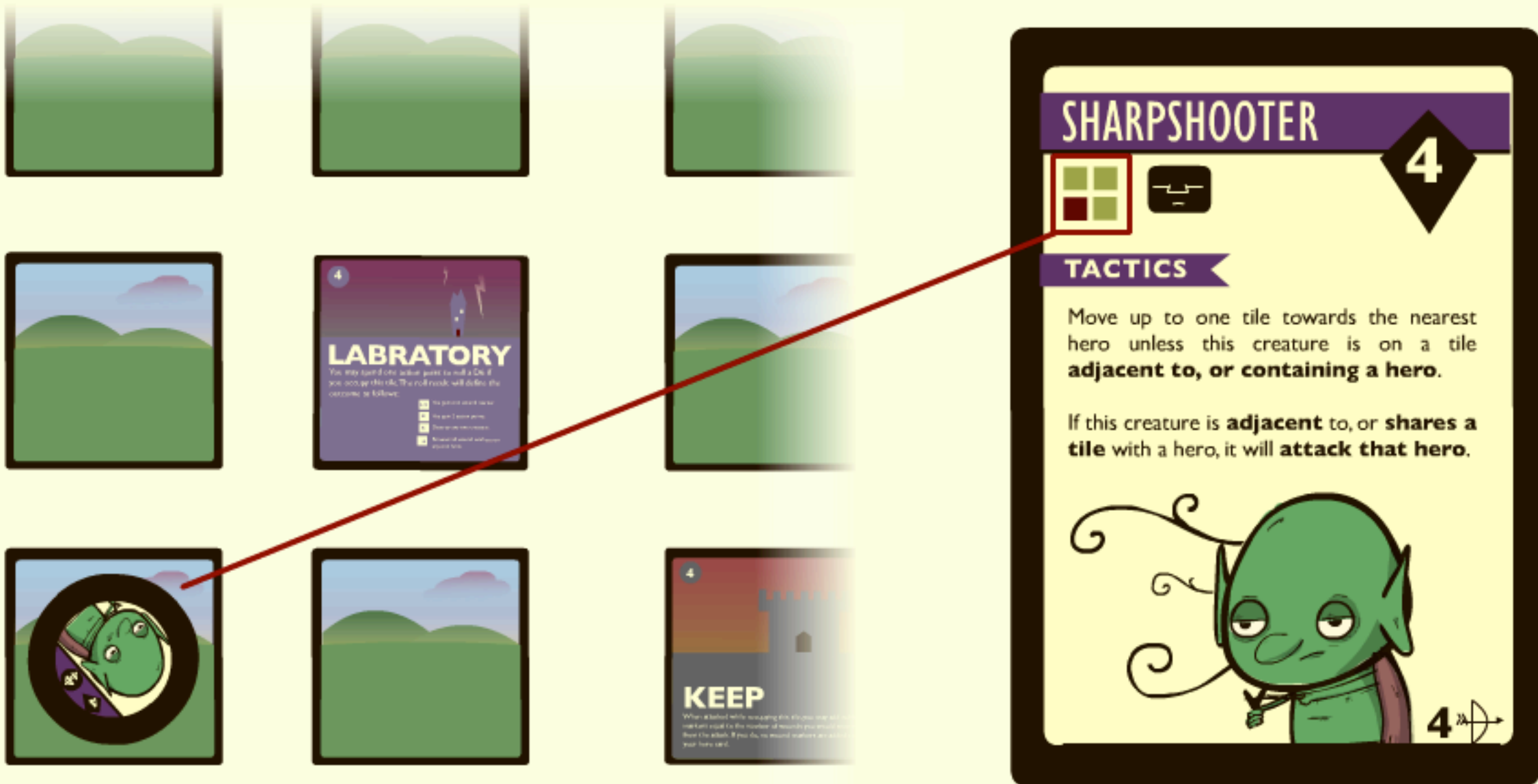
Unlike heroes, buildings have no defense or attack and instead take damage, represented by **rubble markers**, equal to the attack value of the creature who has attacked it.

The building is considered ‘destroyed’ when it has rubble markers equal to the **destruction value** of the building (indicated at the top-left portion of the card). When a building is destroyed, it’s tile is flipped face-down. The tile can still be occupied as if it was a basic village tile, however it’s abilities cannot be activated.



One or more sets of polyhedral dice (4, 6, 8, 10, and 12 sided dice) is recommended for playing Village Defenders and will allow you quickly roll for, and resolve, combat.

The different sided dice will be represented by symbols on various cards. A hero's attack and/or defense value may change throughout the game requiring you to use a different sided die than what your hero card initially indicated.



This creature placement indicator shows which corner tile the creature will be placed on when put on the play area. The red square will illustrate which of the 4 corners the creature must be placed on.



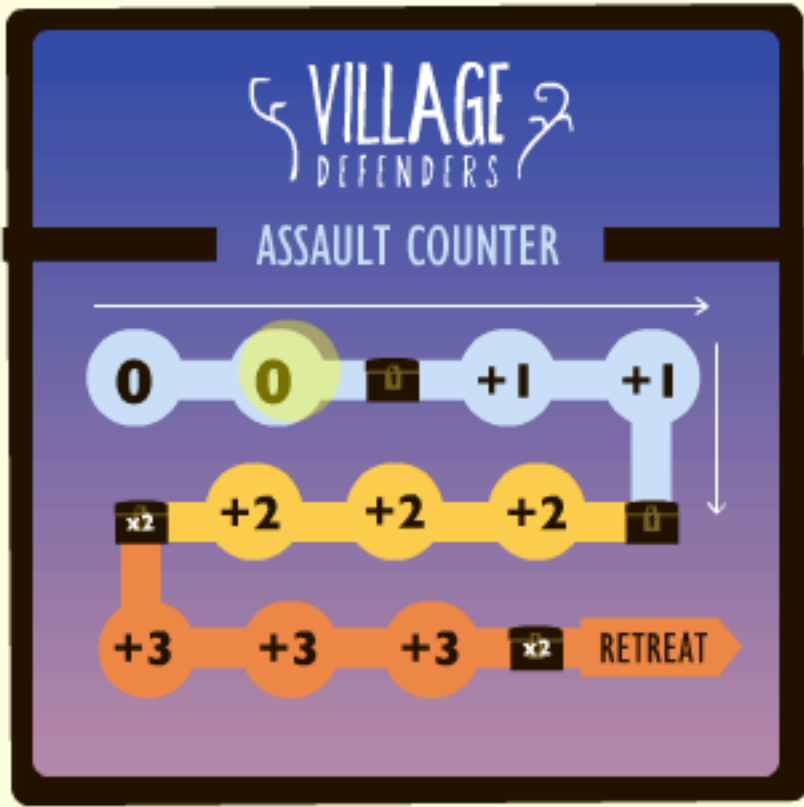
ADDITIONAL INFORMATION

ASSAULT COUNTER

This assault counter is a unique tile which will represent how far the creatures' assault has advanced. This counter will start on the top-left position and *advance* after each creature reinforcement phase. You can keep track of what stage the assault is in using the included translucent marker. As it continues, it will award you treasure and add additional events as the assault on the village becomes stronger until the creatures finally retreat and stop sending additional reinforcements.

On the assault counter, there are **treasure indicators** represented by a treasure icon (). When these are encountered during the course of the assault, the assault counter does not stop, but advances to the next space with a numerical value. When these treasure indicators are encountered, treasure cards will be awarded equal to the number shown on the treasure indicator.

When the last space of the assault counter is reached (marked **REATREAT**), the assault stops and no additional event cards are drawn. The heroes will still need to defeat any remaining creatures who will play out their actions as they would normally. If, after all creatures are defeated, and half of the village's starting buildings and at least one hero survive, the players win the game.



PLAYING THE CREATURES

When playing the creature's actions, remember that you must perform every applicable action on the creatures card, but have discretion when multiple options are available to a creature. If two heroes or buildings are equadistant from a creature, for example, the playes decide which path the creatures take.

More about creature actions on PG4.

MINIATURES

The miniatures included in the Village Defnders game are designed to represent the heroes the players will take the role of in the game. Feel free to use your own miniatures to represent any heroes or creatures in order to take your game to the next level of awesome.

I'M OUT!

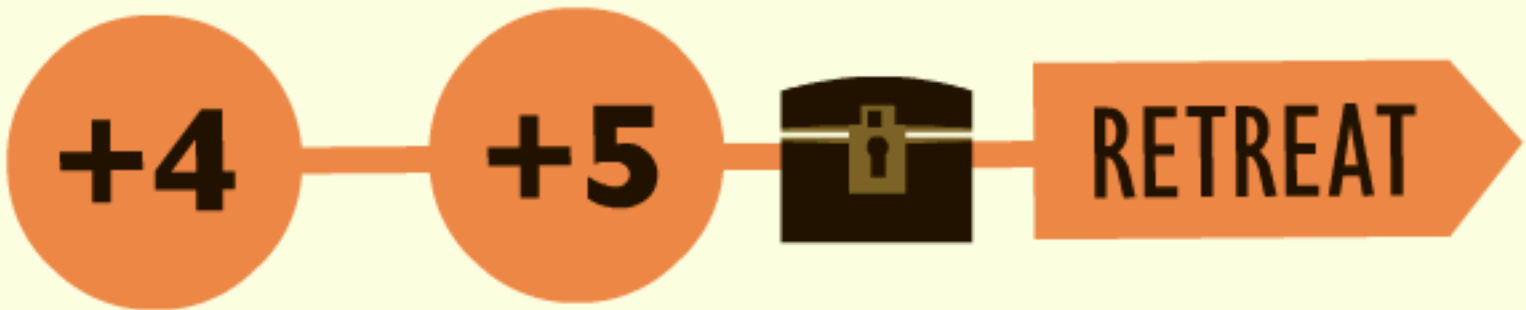
When, during the **reinforcement phase**, you are unable to draw the required number of cards, you instead will draw all remaining cards from the event deck, then shuffle the discard pile and place it face down to create a new event deck. You will then draw up to the required number of cards for this reinforcement phase and continue with play, resolving any special events, and then placing creatures.



Heroes and creatures alike can **only** move horizontally and vertically, never diagonally.

WINNING & LOSING

As the assault continues, the assault counter advances and the heroes' job becomes more difficult. Once the assault counter reaches the **RETREAT** indicator, the assault stops and no more event cards are drawn, however *the game is not over*. Although you skip the reinforcement phase, creatures still take their action and the game continues until all remaining creatures are defeated.



If, at any point, half of your village's buildings are destroyed OR every hero is defeated, the game is over and the **heroes lose the game**. If the heroes can fend off the assault by defeating all the remaining creatures and preserve most of their village, the **heroes are victorious** and go down in the history books for being generally awesome.

ADDITIONAL INFORMATION

TREASURES

When the assault counter passes the treasure icon during the course of the assault, players draw treasure cards from the treasure pile equal to the number of treasures listed on the counter and pass them out throughout the party as desired. Treasure can later be passed to other heroes who occupy the same tile at the cost of an action point



Treasure cards represent treasures heroes find while exploring the village. These are cards which are given to heroes in order to assist them in their cause. There are two types of treasures you will encounter, which can be distinguished by the text and color of the treasure:



Passive equipment is equipment which will not need to be used. Instead, they will change attributes of the hero who holds it, for as long as they hold the item. Once passive equipment is passed, any bonuses acquired are lost and transferred to the hero who now holds the equipment.



Usable equipment does not provide a constant effect, but must be *used* in order for the item to take effect. Some usable items require action points or resources in order to use them and some can be used freely. Some usable equipment can be used only once, and other equipment may be used indefinitely.

HARDCORE MODE



WARNING: For the preservation of your sanity, it's highly recommended that you've played through the basic game and have a clear understanding of the rules and creatures before you attempt to adopt these more advanced rules.

For those who laugh in the face of danger, we've included some additional rules for the truly hardcore Village Defenders. This '*hardcore mode*' follows the same core rules as the basic game, but with some additional, advanced rules aimed to increase the difficulty:

- I. Players may freely choose which heroes will defend the village.
- II. Players will use the '*hardcore mode*' assault counter which will increase the intensity of the assault, but will reward the heroes with more treasure throughout the game.
- III. When a **Goblin Bomber** is defeated or destroyed by any means, every hero who shares a tile with it gains one wound.
- IV. If two or more heroes are eligible for an attack from a creature, the hero with the most wound markers is chosen. If all eligible heroes have the same number of wounds, the players then may choose which hero is attacked.



SPENSER
Game design, graphic design and illustration by **COKE**